

TREVOR McFUR IN THE

CRESCE^NT
GALAXY™



6 4 - B I T

GAME
MANUAL

64-BIT

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GAME CONTROLS

INTRODUCTION



JAGUAR™ 64-Bit
Interactive Multimedia System
Game Manual

INTRODUCTION

"Attention all Circle Reserve units. The Crescent Galaxy has fallen. It has been conquered by an entity known only as Odd-It, whose only passion is to make every living thing odd, like it. All of the planets in the galaxy are under his rule and are guarded by his blockade. Our main armada has nearly perished while battling Odd-It, and now you're our only hope..."

So begins your day as Trevor McFur, a corporal in the Crescent Galaxy's chapter of the Interplanetary Defense Squad, known as the Circle Reserves. You and your female feline partner Cutter set your coordinates for home and engage at warp nine. Every planet in the Crescent Galaxy has been attacked by Odd-It's minions. You and Cutter split up, with Cutter taking the shuttle craft and sneaking through each moon's blockade to get help below while you battle the deadly armadas in the sky above.

Odd-It's main base is on the planet Cosmolite. It can only be penetrated by first destroying the four moons that surround Cosmolite.

GETTING STARTED

1. Insert your JAGUAR Crescent Galaxy cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Insert the Crescent Galaxy overlay in the Jaguar Controller's keypad slot.
3. Press the POWER button.
4. Press any button to discontinue the Title Screens, and follow the on-screen directions for setting up your controller defaults.

If for any reason your cartridge does not load, or you only see a red screen, refer to the warranty information included with your Jaguar 64-bit cartridge.

Pressing the 0 button on the title screen, the options screen, or the high score screen toggles the music on/off.

GAME CONTROLS

Since Odd-It took over the Crescent Galaxy, all you have is your ship, your comrade Cutter, and your wits. Fortunately, your ship's controls can be customized. By following the on-screen directions you may assign the Jaguar Controller's buttons to match your preference (See Main Selection Screen below). These are your ship's default settings (see Fig.II):

A Bomb

B Fire

C Special weapon



OPTION Cycles through special weapons ②



PAUSE Pauses game



JOYPAD Controls your spacecraft ④



Throughout your mission you'll collect special weapons that can help you break Odd-It's hold on each moon's surface. To assist you, the Circle Reserves have provided a Jaguar Controller Overlay (see Fig III).



HIGH SCORES

Volume, Controls, and High Score information are retained in the cartridge even if you have turned off your JAGUAR 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the previously saved High Scores, press *, OPTION and # while on the Title screen or the High Score screen.

Press OPTION while on the Title Screen to go to the High Score Screen. Press the A, B or C button while on the High Score screen to return to the Title screen.

WEAPONS

 **Weapon 1** begins as a single-shot cannon with six stages of increased firepower, and may be upgraded with power-ups found throughout the game.

 **Weapon 2** is a bomb which may be upgraded with power-ups found throughout the game.

You may select special weapons for **Weapon 3** using the keypad, or toggle through them by pressing the OPTION button. Each weapon has its own characteristic. Your spacecraft's view screen (see Fig. I) indicates your score **1**, which special weapon you have **2**, how many ships you have remaining **3**, and shows the position of your ship **4**. You begin with one each of the following; you can gain up to nine of each:

Keypad No.

- 1  Magnet attracts most airborne enemies and damages them.
- 2  Tracer bounces from enemy to enemy, and after 1-2 seconds it usually destroys several of them.
- 3  Beam produces a high-intensity burst that damages enemies it touches.
- 4  Flash activates a radio-magnetic force that damages all enemies on the screen.
- 5  Missile releases a projectile, followed by a nerve-wracking eruptive burst.
- 6  Ring emits a deadly ball that circles your ship, damaging enemies it comes in contact with. It also neutralizes enemy fire.
- 7  Bolt produces an energy wave that spreads out as it moves forward, damaging any enemies that it touches.
- 8  Shield temporarily protects your ship from harm.
- 9  Cutter will come and help you battle Odd-It's armada for a brief period. Her firepower is slightly stronger than yours. You may also use other special weapons while Cutter is on screen.

POWERUPS

On each moon's surface, you'll find powerups for the above-mentioned weapons, as well as a "Circle Reserves" powerup, which grants Trevor one each of the nine Special Weapons.

MAIN SELECTION SCREEN

As Trevor McFur you have to liberate the four moons of Cosmolite before you can visit the planet and destroy Odd-It. Move the Crescent Galaxy icon using the joypad, and the chosen moon or planet is selected.

Information on that moon or planet automatically appears on the lower screen. With the Crescent Galaxy icon over the moon or planet, press the A button to view more information about it. Press the B button to go to that moon or planet and start the game.

You may also change the default control and volume options of the game. Move the Crescent Galaxy icon over the Control button. Press the A, B or C button to select your control options. You can move the Crescent Galaxy icon over the Volume button and press the A, B or C button to adjust the audio level.



THE MOONS

Here's a briefing of the four moons and their enemies:

Osseous is a bleak and dry moon. It is sealed by a layer of gaseous radiation, which makes for a spectacularly colorful sky. The dangerous mutations, now under Odd-It's command, are:

Pop-up Poppies rise straight up quickly; the larger ones may contain either flying rats or powerups!

Geysers are a natural energy force that spurt abrupt blasts of nuclear steam from the moon's core.

Firebugs are dragon-like bugs that shoot at you.

Flying Rats are winged beasts that attack viciously with their tails.

Skeletal Vultures are cyber-predators that fire lethal energy shots.

Scorpions are really alloy replicas, and hunt in wild packs.



The two governments have been investigating various
aliens from around the galaxy. Some are peaceful traders and
of little threat, while others are more... aggressive. One such
group is the Grottoneria.

GROTTONERIA is a craggy moon with a network of caves and tunnels which are filled with natural minerals and ore. Odd-It has taken over the minds of the native creatures for his own evil ends. Among the enemies:

Slugs have a powerful weapon: slime!

Glow Bugs crave inorganic energy, drawing power from their prey.

Bats that are bionically enhanced, very deadly and precise due to electronic radar.

Cyber Spiders may not scare you, but their erratic movement can destroy your spacecraft. When killed, baby spiders often come out!

Stalagtites abound in the underground, and are often dislodged by the vibrations of a passing space fighter.

Flying Dinos are equipped with wings, making them easier to kill than their land-lubber cousins.

Dinos run the corridors and mazes underground . . . especially avoid packs of them.

THE MOONS (cont.)

ZEPHYRIA has no core. Instead, the moon consists of colorful nebulae, gaseous clouds and floating segments of rock, creating islands in the sky. New breeds of life have developed here that are unlike anything on any other moon.

Spinners swoop down in groups and swarm around your ship.

Hummingbirds fly in groups or individually. They're small, deadly and fast!

Cyber Cherubs are trying to make a match: you and their deadly fireballs!

Dragons breathe deadly bursts of flames.

EQUILIBRIUMITE was formed by the union of two large asteroids and its surface resembles wet swampland.

Pillbugs follow the ship and curl into a ball when disturbed.

Ferns may be nice when they're tended well, but on Equilibriumite they're out for revenge.

Fireflies are electric, frantic and attack from all angles.

Gundinos may try to surround you and hover—shoot or take cover.

Seymours move fast and fire rapidly, then retreat to safety. They're also very deadly!

Sadmasks are full of wrath; don't crash into them!

Skullbats may zoom in from below and sometimes attack in groups.

COSMOLITE

The city planet Cosmolite once represented the heralding achievements of the Crescent Galaxy. Now it has become a land of industrial chaos. You must battle Odd-It in his city-fortress, where he has accumulated massive armies. Good luck, and especially watch out for:

Taxifish, which travel in schools.

Eyeballs do more than watch!

Starbots emerge from foreground towers and periodically dart toward you.

Towers generate electricity beams which fry your ship when touched.



SPACE ZONES

Every moon has a space level that is filled with evil minions, including an End Boss. Trevor McFur must defeat the End Boss so that he can land on the moon and destroy the enemies there. In the Space Zones, Trevor encounters:

Spherey, a quick little sucker with orbiting moonlets, which break off towards your ship.

Asteroids hurl through space, destroying everything in their path.

Pyramids spin and break up, becoming deadly fragments.

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BONUS WORLD

A Bonus World will be accessible after each moon is completed. You have an opportunity to collect more power-ups as you fly through the Space Rings. Crashing into the rings, however, will end the level.

EXTRA SHIPS

You can earn extra ships by picking up a Trevor icon. You also may earn extra ships at:

75,000 pts.
175,000 pts.
300,000 pts.
450,000 pts.

625,000 pts.
825,000 pts.
1,050,000 pts.

Credits

Product Manager:
Game Designers:

Producer:
Programmer:
Additional Programming:
Art Direction:
Lead Animator:
Animators:

Audio:

Lead Tester:
Testers:

Susan G. McBride
Ginner
McBride
Purple

James Purple Hampton
Eric Ginner
Andrew J. Burgess
Susan G. McBride
Linnea Wigren
Tony Gascon
Shaun Tsai
B.J. West
Michael E. Bartlett
Cheryl Blaha
Donald Wang
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LX Rudis
M. Stevens
Andrew Keim
Jeffrey Gatrall
Tom Gillen
Hans Jacobsen
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Ted Tahquechi
Faran Thomason

...and special thanks to all that helped!

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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product.

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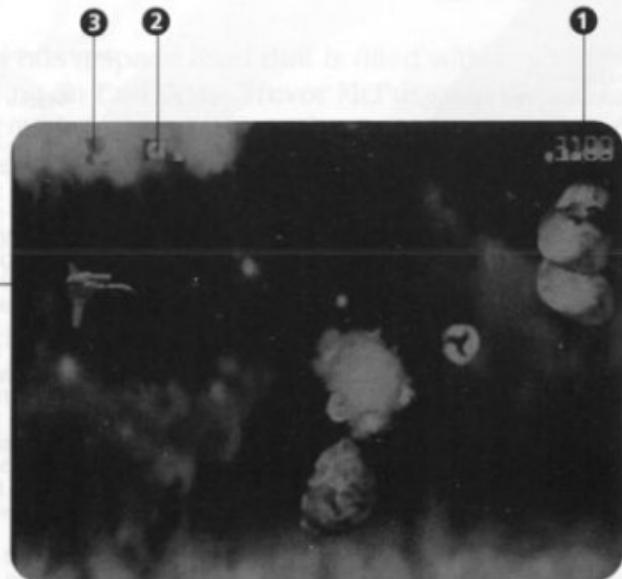
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SPACE ZONES

1. The innermost zone is the **habitat**.

Living organisms need a zone that is filled with oxygen, water, and food. This zone is the habitat.



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Fig. I

A diagram showing the four zones of a space station module.

The outermost zone is the **space zone**.

This zone contains the stars, planets, and other objects in the universe.

The next zone is the **atmosphere**.

This zone is filled with gases and dust particles.

The third zone is the **habitat**.

This zone is filled with oxygen, water, and food.

The outermost zone is the **space zone**.

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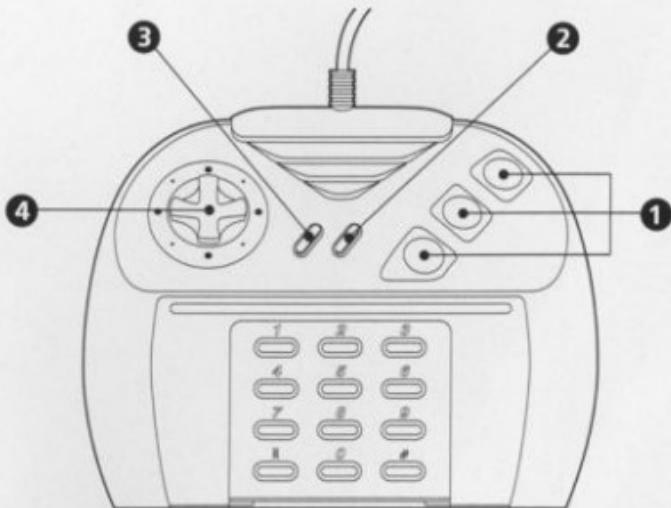


Fig. II

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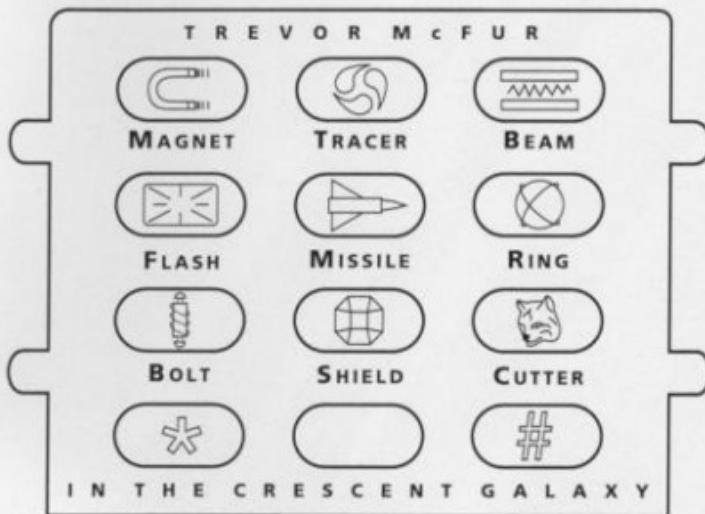


Fig. III

The Atari logo, featuring a stylized 'A' composed of horizontal bars.

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